





























## AMPHIBIOUS LANDING TABLE

Turn / Unit Type		Landing Result			
Turn 1-3		A	B	C	D
Tank 	Turn 1	Delayed - place in Turn 2 space	Eliminated	Lose 1 step	Lose 1 step & drift 2 boxes East
	Turn 2-3	No effect	Drift 1 box East	Lose 1 step	Drift 3 boxes East
Infantry 	Except DG & CH	Drift 4 boxes East	Drift 2 boxes East	Drift 9 boxes East	No effect
Infantry & Rangers  	DG & CH only	No effect	Drift 1 box East	Drift 4 boxes East	Drift 1 box West
Turn 4-14 ( * mines 7 - 14)		A	B	C	D
Infantry & Rangers  		No effect (**)	Drift 1 box East	Drift 4 boxes East	Drift 1 box West
DUKW Artillery 		Eliminated	Lose 1 step	Lose 2 steps	No effect
Artillery, Anti-Aircraft & Anti-Tank     		Delayed - place 3 turns ahead on the turn track	Drift 2 boxes East	Lose 1 step	No effect
Turn 15 + ( * mines 15 - 22)		A	B	C	D
Infantry 		Do not check for landing hazards, but check for mine strikes			
DUKW Artillery 		Eliminated	Lose 1 step	Lose 2 steps	No effect
Artillery, Anti-Aircraft & Anti-Tank     		Delayed - place 3 turns ahead on the turn track	Delayed until June 7 - remove from play	No effect	Lose 1 step
<b>Notes:</b> * Mine explosion possible turns 7 to 22, in uncleared beach obstacle hexes (turn 23 all hexes become cleared)  ** Ranger units may voluntarily drift up to four spaces east		HQ's and Generals do not check for landing hazards. If stacked with a unit that drifts they can choose to drift with it.  When landing on a tide-level change turn - landing units land at the new level, already landed units have until the end of turn to avoid a rising tide, or be eliminated.			

GERMAN FIRE CHART			
Fire Dot in US-Occupied Hex	Fire by WN position or revealed reinforcement position	Fire by unrevealed reinforcement position	Ambush by unoccupied position (Turn 17 and later)
Intense Fire Priority 1 ●	US units of every type and target symbol <b>lose a step</b>	US units of every type and target symbol <b>lose a step</b> and are <b>disrupted</b>	One US unit of any type with the target symbol <b>loses a step</b>
Steady Fire Priority 2 ⊕	Non-armoured US units with the target symbol <b>lose a step</b>	Non-armoured US units with the target symbol <b>lose a step</b> and are <b>disrupted</b>	One US unit of any type with the target symbol is <b>disrupted</b>
Sporadic Fire Priority 3 ○	Non-armoured US units with the target symbol are <b>disrupted</b>		
<b>Notes:</b> <b>Concentrated Target:</b> US units in a hex with five or more steps are considered to match the target symbol, whatever their actual symbol. <b>Armour bonus:</b> ◻ All US armoured units in the position's field of fire are considered non-armoured. <b>Leader Hits:</b> ★ One leader in the position's intense or steady field of fire is hit, if the position's hit limit is not satisfied by other losses.		<b>Hit Limits</b> <b>Turns 1-16:</b> US units up to the number of German units and Depth Markers in the position may be hit. <b>Turns 17-32:</b> US units up to twice the number of German units and Depth Markers in the position may be hit. <b>Selection Priorities:</b> - fire dot priority ( ● ⊕ ○ ) - closest to firing unit - unit with most steps - player choice	

US WEAPONS CHART			
<b>BZ</b> - Bazooka <b>BG</b> - Bangalore Torpedoes <b>BR</b> - Browning Automatic Rifle <b>DE</b> - Demolitions <b>MO</b> - Mortar <b>RD</b> - Radio <b>MG</b> - Machine Gun <b>AR</b> - Artillery <b>NA</b> - Naval Artillery <b>FL</b> - Flanking*	Full Strength Infantry & Rangers 	<b>BZ, BG, BR, DE, MO, RD</b>	Artillery  <b>AR, MO, DE</b>
	Infantry with Range of 2 (Adjacent)  9 - 2	All of the above, plus <b>MG</b>	Anti-Tank  <b>AR, BZ</b>
	Infantry with Range of 2 (Non-adjacent)  9 - 2	<b>BZ, BR, MO, RD, MG</b>	Naval Fire Marker  <b>NA, AR, DE</b>
	Anti-Aircraft 	<b>MG, BR</b>	Headquarters  <b>RD</b>
	Tank 	<b>AR, BZ</b> ; if within 3 hexes of target add <b>MG, BR</b>	*The flanking requirement (FL) is not fulfilled by weapon possession, but by multiple attack directions (see 8.22) The Hero wildcard can stand in for any one missing weapon requirement, except FL




US BARRAGE TABLE					
Fire Card Shows		German Depth?	Strength of US Barraging Unit		
German Position Color	Barraging Unit Symbol		1 - 2	3 - 5	6 or more
NO	NO	N/A	No effect	No effect	No effect
NO	YES	YES	No effect	No effect	German unit <b>disrupted</b>
		NO		German unit <b>disrupted</b>	
YES	NO	YES	No effect	German unit <b>disrupted</b>	German unit <b>disrupted</b>
		NO	German unit <b>disrupted</b>		
YES	YES	N/A	German unit <b>disrupted</b>	German unit <b>disrupted</b>	German unit <b>disrupted</b> and depth marker removed

TERRAIN DEFENSE TABLE					
TERRAIN IN DEFENDER HEX	DEFENSE MULTIPLIER		ATTACK ACROSS HEXSIDE	DEFENSE MULTIPLIER	
	UNIT	DEPTH		UNIT	DEPTH
Buildings, Bocage	<b>X2</b>	<b>X2</b>	Slope, Bluff (down)	<b>X2</b>	<b>X2</b>
Woods, Orchard	<b>X2</b>	<b>X1</b>	Shingle, Anti-Tank Ditch/Wall	<b>X2</b>	<b>X1</b>
Pavilion/Draw, High-Ground	<b>X1</b>	<b>X1</b>	Seawall, Hedge, Unmarked	<b>X1</b>	<b>X1</b>
Effects are not cumulative. For example, the strength of a German unit in a bocage hex attacked through a slope hexside is only doubled.			Sheer cliff, Scaleable cliff, Bluff (up)	Attack Prohibited	Attack Prohibited
			Hexside defensive benefits apply only if all units attack through same hexside.		

US ATTACK RESULTS CHART				
US Attackers possess required weapons?	Compare US attack strength to German defense strength	Units and markers in German-occupied hex		
		Unit alone	Unit & unrevealed depth marker	Unit & revealed depth marker
NO	Attack strength <b>less or equal</b>	US attackers <b>disrupted</b> and German <b>gains depth</b>	US attackers <b>disrupted</b> and German unit <b>unrevealed</b>	US attackers <b>disrupted</b>
	Attack strength <b>greater, but not double</b>	German <b>gains depth</b>	US attackers <b>disrupted</b>	No effect
	Attack strength <b>at least double</b>	German <b>disrupted</b>	Germans <b>disrupted</b>	Germans <b>disrupted</b> and optional Attrition
YES	Attack strength <b>less</b>	German <b>gains depth</b>	US attackers <b>disrupted</b>	No effect
	Attack strength <b>equal</b>	German <b>disrupted</b>	No effect	Germans <b>disrupted</b>
	Attack strength <b>greater, but not double</b>	German <b>defeated</b>	Reveal the depth marker; compare again and consult the column to the right (1)	Depth marker <b>eliminated</b> and unit <b>disrupted</b>
	Attack strength <b>at least double</b>	German <b>defeated</b>		<b>Turn 1-16:</b> Depth marker <b>eliminated</b> and unit <b>disrupted</b> <b>Turn 17-32:</b> Depth marker <b>eliminated</b> and unit <b>defeated</b>
<b>US attacker disrupted:</b> place a disrupted marker on every US unit attacking from an adjacent hex.				
<b>Optional Attrition:</b> You may opt to remove a step from an adjacent attacking unit to eliminate the depth marker.				
<b>German gains depth:</b> draw a depth marker for the appropriate German position and place it (unrevealed) beneath the German unit. Only if it is in communication.				
<b>German unrevealed:</b> Flip the unit to its unrevealed side.				
<b>German defeated:</b> Defeated WN units, units from the 716th Division, and units not in communication are removed from play. Place units from 352nd Division in communication, face down into the Division reinforcement box.				
<b>Depth marker eliminated:</b> Remove the depth marker from play.				
<b>German disrupted:</b> Place a disrupted marker on the unit.				
<b>(1)</b> If the depth marker calls for a Tactical Reinforcement, the German unit is defeated.				

# GERMAN ACTION SUMMARY (Turns 17 - 32)

German Fire Card Action	WN Postion			Reinforcement Position			 Optional variant: German Armour
	Occupied:		Unoccupied:	Occupied:		Unoccupied:	
	US units in field of fire	No US units in field of fire	In German communication	US units in field of fire	No US units in field of fire	In German communication & within 2 hexes of US unit	
<b>F</b>	<b>FIRE</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>FIRE</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>FIRE or MOVE</b> Fire if US units in field of fire. Otherwise move up to 4 hexes (May hit armour or leader as indicated)
	<b>FIRE</b> May hit armour (6.36)	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>FIRE</b> May hit armour (6.36)	<b>NO ACTION</b>	<b>NO ACTION</b>	
	<b>FIRE</b> May hit leader (11.4)	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>FIRE</b> May hit leader (11.4)	<b>NO ACTION</b>	<b>NO ACTION</b>	
<b>R</b>	<b>FIRE</b>	<b>NO ACTION</b>	<b>RE-OCCUPY</b> Place eliminated WN unit in the position (16.1) <b>NO FIRE</b>	<b>RE-SUPPLY</b> and <b>FIRE</b> Place depth marker (if none) before firing	<b>REDEPLOY</b> Check 16.3 to see if unit moves to new position	<b>REINFORCE</b> <b>VP position:</b> place reinforcement unit & depth marker (16.4) <b>Non-VP position:</b> place reinforcement unit & depth marker only if US unit in intense or steady field of fire	<b>OVERRUN</b> Move up to 4 hexes; may move through 1 non- armour US- occupied hex. If no move possible and US units in field of fire, <b>FIRE</b>
<b>M</b>	<b>FIRE</b>	<b>MORTAR FIRE</b> Hit US units with indi- cated target symbol within 5 hexes, 2 hexes on high ground (16.5) Otherwise <b>NO ACTION</b>	<b>NO ACTION</b>	<b>FIRE</b>	<b>MORTAR FIRE</b> Hit US units with indi- cated target symbol within 5 hexes, 3 hexes on high ground (16.5) Otherwise <b>NO ACTION</b>	<b>NO ACTION</b>	<b>MOVE or FIRE</b> Move up to 4 hexes. If no move possible and US units in field of fire, <b>FIRE</b>
<b>P</b>	<b>FIRE</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>PATROL</b> Disrupt all US units in the position's intense & steady fields of fire. <b>NO FIRE</b>	<b>PATROL</b> Disrupt one US unit within 3 hexes of position (16.6)	<b>NO ACTION</b>	<b>POSITION &amp; FIRE</b> Move up to 3 hexes, then FIRE if adjacent to US unit. If no move possible and US units in field of fire, <b>FIRE</b>
<b>A</b>	<b>FIRE</b>	<b>ARTILLERY FIRE</b> If WN has artillery, hit one US unit (16.7) Otherwise <b>NO ACTION</b>	<b>NO ACTION</b>	<b>ADVANCE or FIRE</b> Attempt advance if position has advance arrow and requirements of 16.8 are met. Otherwise <b>FIRE</b>	<b>ADVANCE</b> Attempt advance if position has advance arrow and requirements of 16.8 are met. Otherwise <b>NO ACTION</b>	<b>AMBUSH</b> One US unit with target symbol in position's field of fire is hit (See German Fire Chart & 16.9) Otherwise <b>NO ACTION</b>	<b>AIMED FIRE</b> <b>FIRE</b> if adjacent to US unit. Otherwise move up to 4 hexes